

COMMAND SUMMARY CARD

MODEM WARS™

INSTALLATION

The first thing you should do is boot your system with DOS 2.1 or higher. Then you need to install Modem Wars. You can install it onto another floppy disk or into a subdirectory on your hard disk. If you want to install to a floppy disk you will need a blank, formatted disk handy. To install Modem Wars:

1. Insert the Modem Wars Master Disk in drive A.
2. Type **A:** and press <Enter>.
3. Type **INSTALL** and press <Enter>. You'll see these choices:
 - 1 — Install Modem Wars on a 1 drive floppy system
 - 2 — Install Modem Wars on a 2 drive floppy system
 - 3 — Install Modem Wars on your Hard or RAM disk
 - 4 — Return to DOS

Choose one and follow the onscreen directions.

4. **Hard drive users:** After you enter the drive you want to install Modem Wars on, you're asked to enter a directory name. The directory is a "folder" on your hard drive where all the Modem Wars files will be stored. The default directory name is \MODEMWAR; you can press <Enter> to accept this name or type in a different one.
4. When the installation is complete, you're asked if you want to run WARFIX. WARFIX is a program that tailors the game to your computer setup. You must run WARFIX *before* playing Modem Wars. (See below for complete details.)
5. You return to DOS when the installation is done.

System Configuration — WARFIX

You need to set your system's configuration by running WARFIX *before* running Modem Wars. If you didn't run WARFIX as part of the install program, run it now by typing WARFIX and pressing <Enter>. Here's additional information on WARFIX:

TSR PROGRAMS — WARFIX warns you to remove all "Terminate and Stay Resident" (TSR) programs before running it. Although you should have no problems with most TSRs (like RAM disk drivers and mouse drivers), remove any TSRs if you *do* encounter problems. TSRs which use "hot keys" or try to take over the keyboard will not work with Modem Wars.

OUTPUT — EGA boards run faster in 4 color mode than in 16 color mode. If you have a slower processor such as a 4.77mhz 8088, you may want to choose 4 color mode in the WARFIX configuration program. You can also force 4 color mode by pressing *

(asterisk) when prompted to press any key on the introduction screen.

INPUT

- If your function keys are across the top, you'll be using function keys <F1> through <F4>. If they're not, you'll be using function keys <F1>, <F3>, <F5> and <F7>.
- If you answer NO to mouse and joystick, you'll use the keypad to control the game.
- Modem Wars uses the *keypad* to control the battle cursor and menu selection. Keys 1 through 9 move the cursor while 0 activates your selection. If you'd like to use different keys, answer NO when you're asked if you want to use the default command keys. If you're selecting default command keys, the program beeps if the key is not available for use.

MODEM

- Your modem must be connected to either COM1 or COM2. Otherwise, the program assumes you have no modem.
- Your modem is equipped for "voice connected to telephone" if there's a telephone on the phone line connected to your modem.

You can change any of the configuration data anytime by running WARFIX.

INSTRUCTIONS FOR SOLO PLAY

1. **Hard drive users:** Make sure you're at your hard drive by typing C: and pressing <Enter>. (We're assuming your hard drive is C. If it's not, enter the correct letter.) Go to the directory that Modem Wars is on; if you accepted the default directory name in the install program, you'd type CD\MODEMWAR and press <Enter> (If you gave the directory another name, type in your directory name in place of MODEMWAR).
Floppy disk users: Put your *installed* program disk in drive A. Type A: and press <Enter>.
2. Type WAR and press <Enter>. Press <Enter> at the introduction screen to continue.
3. A map appears on the screen. You need to find it in the manual and enter its name before you can get into the game. The maps are on page 16 through 47 of the manual.
4. Choose PRACTICE WITH SOLO TRAINER from the first menu by pressing 0 on the keypad.
5. Next you see the GAME TYPE menu. If you want to customize your game, press the asterisk (*) key (see your manual for details on customization).
6. If you want to change the display setting, press <F1>. The default setting is Standard Display mode, which shows only your forces on the screen. Beginner Display mode shows your robots and the enemy's robots on the screen; this lets you see all the action on the battlefield. (When you play against a modem opponent, you only get the Standard Display.)
7. You're ready to play. See the Modem Wars manual for further instructions.

COMPETING WITH A MODEM OPPONENT

There are three types of modem setups:

- ① Voice modem to voice modem. Both players have phones connected to their modems.
- ② Non-voice modem to non-voice modem. Neither player has a phone connected to their modem.

- ③ Non-voice modem to voice modem. One player has a phone connected to his/her modem, the other doesn't. You can't play a non-voice modem to a voice modem; the *voice modem must be set up as a non-voice modem*. To do this, the person with the voice modem must press * (asterisk) when the message GET OPPONENT ON PHONE THEN PRESS SPACE is on the screen. This turns the voice modem into a non-voice modem. Now you can follow instructions for non-voice modem play.

Modem Setup①: Instructions for Modem Play with Voice

If you and your opponent can connect modems by making a phone call, then you're playing in voice mode. If only one of you can make a phone call to connect, then you must play in non-voice mode (see Modem Setup ③, above).

This game is designed to start with two people talking on the phone, rather than having your computers and modems do the initial connecting. Together, you decide which modem will Answer and which will Originate. When you're both ready to play, you just press the space bar and let the computers pick up the line to "talk."

1. **Hard drive users:** Make sure you're at your hard drive by typing C: and pressing <Enter>. (We're assuming your hard drive is C. If it's not, enter the correct letter.) Go to the directory that Modem Wars is on; if you accepted the default directory name in the install program, you'd type CD\MODEMWAR and press <Enter> (If you gave the directory another name, type in your directory name in place of MODEMWAR).
Floppy disk users: Put your *installed* program disk in drive A. Type A and press <Enter>.
2. Type WAR and press <Enter>. Press <Enter> at the introduction screen to continue.
3. A map appears on the screen. You need to find it in the manual and enter its name before you can get into the game. The maps are on page 16 through 47 of the manual.
4. Select COMPETE WITH MODEM OPPONENT from the Options menu. Use the up/down arrows to move the highlight bar and 0 to select.
5. Next, you will see the prompt GET OPPONENT ON PHONE THEN PRESS SPACE. Call your opponent.
6. Then you'll see PRESS ONE KEY: A (ANSWER) OR O (ORIGINATE). If your display also says O R M (MANUAL CONNECT), you should use the non-voice instructions in the next section. In order for the modems to communicate, one person must use his modem in Answer mode while the other uses Originate mode. We recommend that the person who made the phone call be O and the person receiving the phone call be A.
7. In a moment you'll see PRESS SPACE, WAIT, HANGUP PHONE. At this point, you can still talk on the phone. When you're both ready, press the space bar. Wait until you hear both the Answer modem tone and the Originator's response tone, then hang up the phone. You should now see the message WAITING FOR CONNECTION...
8. If your initial attempt at connection fails, you'll get the message TRY AGAIN and be returned to the Options menu. Go to Step 4 and try again. If you still have problems, you should try connecting in non-voice mode.

9. When your connection succeeds, you'll either see the message OPPONENT PICKING GAME/ MAP or you'll see the Game Scenarios menu.
10. You're ready to play. May the best General win.

Talking to your opponent

If you want to talk on the phone to your opponent during the game, select VOICE PAUSE from the MISC menu. You'll see the prompt PICK UP PHONE AND PRESS SPACE. Pick up your phone and talk. Once you do that, the prompt changes to PRESS SPACE, WAIT, HANG UP PHONE. When you're done talking, do this to resume the game. If one of you needs to use the phone, then the other should hang up and wait to be called back.

If you want to talk to your opponent between games, you can select VOICE PAUSE from the main MISC menu. You'll see the prompt PICK UP PHONE AND PRESS SPACE. Pick up your phone and talk. At this point you can watch and save the game film or even hang up the telephone and make another call. If you want to play again, begin the steps above with number 4.

Modem Setups ② and ③: Instructions for Non-Voice Modem Play

If you don't need to dial your telephone to make a modem connection, then you're playing in non-voice mode. Your computer will do the dialing or answering for you.

1. **Hard drive users:** Make sure you're at your hard drive by typing C: and pressing <Enter>. (We're assuming your hard drive is C. If it's not, enter the correct letter.) Go to the directory that Modem Wars is on; if you accepted the default directory name in the install program, you'd type CD\MODEMWAR and press <Enter>. (If you gave the directory another name, type in your directory name in place of MODEMWAR.)
Floppy disk users: Put your *installed* program disk in drive A. Type A: and press <Enter>.
2. Type WAR and press <Enter>. Press any key at the introduction screen to continue.
3. A map appears on the screen. You need to find it in the manual and enter its name before you can get into the game. The maps are on page 16 through 47 of the manual.
4. Select COMPETE WITH MODEM OPPONENT from the Options menu. Use the up/down arrows to move the highlight bar and press 0 on the keypad to select.
5. If you're set up as a voice modem at this point, when you see GET OPPONENT ON PHONE THEN PRESS SPACE, press * (asterisk) to enter non-voice mode.
6. Next you see PRESS ONE KEY: A (ANSWER) OR O (ORIGINATE) OR M (MANUAL CONNECT). In non-voice mode, the player whose computer is set to A (Answer) will wait for a call while the player whose computer is set to O (ORIGINATE) will enter the phone number at the appropriate screen. You and your opponent should agree on who will be A and who will be O before you hook up so both computers won't be set to do the same operation. (M —Manual mode— is used for direct connecting and logging on to time-share direct connect modem networks. See *Special notes for non-voice modem play in manual mode*, below, for more details.)
7. If you're O (ORIGINATE), enter your opponent's phone number and press <Enter>. The complete phone number should have the following: T (for touch-tone dialing) + access code (if necessary) + area code (if necessary) + phone number. Example of a long distance phone number

with an access code: T14155551212. Same phone number, but *not* long distance: T5551212. If you're A, just wait for your opponent to call you.

Notes: Commas in the phone number will insert a pause in the dialing sequence. For example: T415,5551212. If your phone exchange does not support touch tone dialing, use "P" (for pulse dialing) in place of T in the phone number.

8. If your initial attempt at connection fails, you'll get the message TRY AGAIN and be returned to the Options menu. Go to Step 4 and try again. (See "Help" at the end of this card for helpful information.)
9. When your connection succeeds, you'll either see the message OPPONENT PICKING GAME/ MAP or you'll see the Game Scenarios menu.
10. You're ready to play. May the best General win.

Set Terminal Mode — "Chatting" between games

If you and your opponent are playing in non-voice mode, you can select SETTERMINAL MODE from the main MISC menu to "chat." This lets you type and see messages simultaneously. Exit this mode by pressing <Esc>.

Special notes for non-voice modem play in manual mode

Selecting manual mode: To enter the Manual Preconnect terminal, press M when the message PRESS ONE KEY: A (ANSWER) OR O (ORIGINATE) OR M (MANUAL CONNECT) is displayed. Anything typed here will go straight to the serial port. If your modem is connected to that serial port, you can direct it to dial a phone (or answer the line), change baud rates, and even connect with an intermediate time-share direct connect modem system. Press <Esc> when you've connected to your opponent or <Alt>-<F10> to abort if unsuccessful.

The Manual Preconnect mode is also useful if your modem doesn't support the Hayes® standard command set. You can type the exact commands your modem needs (see your modem manual for more information). Press <Esc> to exit.

BYPASSING THE PHONE SYSTEM — DIRECT CONNECTION

If you and your opponent are connected through modems and a direct phone cable (which means you're bypassing the telephone system), here's how you tell your modems to connect:

1. Make sure both of you are in non-voice mode.
2. Both of you must select M for Manual Connect.
3. At the Manual Preconnect screen, one of you should type ATA and press <Enter> to pick up the line in Answer mode; the other should type ATD and press <Enter> to pick up the line in Originate mode.
4. Press <Esc> after the modems have established connection. (Usually after a few seconds, connected modems display CONNECT on the screen. When you see this, press <Esc> on both your machines.)

USING A NULL MODEM SERIAL CABLE

If you and your opponent are connected with a null modem serial cable, make sure you're both in non-voice mode and select M for Manual Connect. You don't need to do anything else to establish a connection. You can test the connection at the Manual Preconnect screen by typing some characters on each computer; the characters should appear on both screens. When you're sure the machines are properly connected, press <Esc> on both machines.

NON-STANDARD GAME MESSAGE

If you see the message OPPONENT USING A NON-STANDARD GAME displayed during a game with a modem opponent, your opponent may have customized his or her version of the game to gain an unfair advantage, or he or she may have improperly loaded it into the machine. You can proceed with the game at your own risk or press the <Alt>-<F10> to abort.

WATCHING A GAME FILM

Before you decide to play again, you can watch or save your game film. You can type to your opponent over the chat line while both of you are watching it.

SAVING AND LOADING GAMES

When you're asked for a data disk, you can use a formatted disk or your game disk.

When you're asked for a path name (F9), you can enter A: or B: if you're playing from floppy disks. If you're playing from a hard drive, enter the hard drive letter and the name of the subdirectory you want the game saved to or loaded from. For instance, if your hard drive is C and your subdirectory is MODEMWAR, you would enter C:\MODEMWAR.

PLAYING ANOTHER GAME

When you're ready to play another game with the same opponent while you're still connected, select COMPETE WITH A MODEM OPPONENT from the main MISC menu. If your opponent selects that command but you don't, you'll see the message OPPONENT READY FOR NEW GAME.

SIGNING OFF

When you're done playing with an opponent, you can free up your phone by selecting DISCONNECT on the main MISC menu. If either you or your opponent does this you will see the message DISCONNECTED.

FIXING PHONE TROUBLES

If your connection fails at any time during a game, you'll hear warning beeps and see the message PHONE TROUBLE. If it recovers within a few seconds, the message will go away. Otherwise your modem will disconnect and allow you to reconnect and resume the game.

PHONE CHARGES

Using a modem is exactly like using a phone when it comes to phone charges. If you're playing against somebody who's local, no problem; the only thing you have to worry about is tying up the phone. But

if you're playing somebody who's long distance, be prepared to tie up the phone *and* pay long distance rates.

SCORING CORRECTION

There's an error in the manual (page 35) about the scoring system. The correct way to calculate points for a *terrain* win is as follows: Take the difference between the scores, divide by two, and add that to 300. The maximum points you can receive for a win is 450.

CONNECTING TO COMMODORE COMPUTERS

Since Commodore owners must manually operate their telephone, play against them in voice mode to make hooking up easier (follow the instructions for modem play with voice). If you can't hook up in voice mode, follow the instructions below.

Connecting C64 in Voice Mode to IBM in Non-Voice Mode

There are two sets of directions: one is if the C64 is Originate (O), the other is if the C64 is Answer (A). Tell the C64 user to follow these directions:

C64 as Answer (A)

1. Make sure the C64 user knows that he/she is going to be in Answer mode.
2. Select COMPETE WITH MODEM OPPONENT.
3. Select A for Answer.
4. When you see PRESS SPACE, WAIT, HANGUP PHONE, wait for your opponent's call. Then pick up the phone and press the space bar.
5. Wait for the modem tone. When you hear it, hang up the phone.
6. The modems should connect. If not, try again.

C64 as Originator (O)

1. Make sure the C64 user knows that he/she is going to be in Originate mode.
2. Select COMPETE WITH MODEM OPPONENT.
3. Select O for Originate.
4. Dial opponent when you see PRESS SPACE, WAIT, HANGUP PHONE.
5. Once you make contact (the opponent's phone will stop ringing; you'll hear silence), press the space bar and wait for the modem tone. When you hear the modem tone, hang up.
6. The modems should connect. If not, try again.

It may be a little tough connecting at first, but keep trying. Just be sure to talk to each other on the phone before you attempt to connect so you can agree who will be A and O and what steps you'll take to connect (whether you use modem play for voice or the step we explained above).

NOTE: Commodore users select A or O only during the first time they make a connection. If you both accidentally use the same setting (A or O), you will fail in your attempt to connect. Try again; the Commodore user will get a new chance to select A or O.

MOUSE, JOYSTICK AND KEYBOARD INFORMATION

Use WARFIX to tell your program whether you'll be using a mouse, joystick or keyboard.

Mouse: To use a mouse, you must have your mouse driver installed when you run the configuration program WARFIX and when you start the game. The mouse has two sensitivities; click the right mouse button to toggle between the two.

Joystick: Press <Ctrl>-J to recalibrate your joystick. Make sure your joystick is centered when you press <Ctrl>-J.

Keyboard: Use the arrow keys to control the game. Use 0 on your keypad to select commands and give destinations. <Ctrl>-K disables all input devices except the keyboard.

KEY COMMANDS

The following lists are keys you can use in Modem Wars.

GAME PLAY KEYS

Key	Name	Description
Joystick Button, Mouse Button , or 0 (on keypad)	ACTIVATE*	Activates the selection you make.
Joystick, Mouse or Keypad	MOVE*	Moves your cursor; highlights selections.
<Enter>	CHAT*	Starts and ends communication with modem opponent.
<Alt>-R	REVIEW	Reviews previous messages from the computer or opponent.
<Alt>-T	TIMEOUT	Pauses or resumes the action.
<Tab>	SCORE	Shows time left in game and current scores.
<Esc>	EXIT	Exits activity or screen; doesn't work during CHAT or while drone is in air.
*(asterisk)	WILDCARD	Lets you select Customization option. See page 31 in the manual for complete information.

* These keys can be customized through WARFIX.

During systems configuration (when you ran the WARFIX program), if you answered "yes" to "Are your function keys across the top of your keyboard?", you use the *first* column of function keys. If you answered "no," you use the *second* column.

1	2		
<F1>	<F1>	BATTLE	Shows Battle console.
<F2>	<F3>	RADAR	Shows Radar console.
<F3>	<F5>	DRONE	Shows Drone console.

<F4>	<F7>	MULTI	Shows Stat, Repair and Misc consoles; option to abort game under Misc console.
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UTILITY KEYS

Key	Name	Description
<Alt>-<F10>	ABORT	Aborts game or film and goes to Multi console's MISC menu.
<Alt>-D	DISPLAY	Toggles between the three display modes on your Battle console during game film: all units; opposing units as "seen" by your units; your units as "seen" by the opponent.
<Alt>-T	TIMEOUT	Pauses or resumes the action.
1 through 9	SPEED	Sets speed for game film action; 1 (slow motion) through 9 (fast forward).
<Ctrl>-K	KEYBOARD	Sets the game to keyboard only (disables the joystick).
<Ctrl>-J	JOYSTICK	Turns on the joystick (after being disabled) or resets it after adjusting trim knobs.
<Ctrl>-S	SOUND	Toggles sound effects on and off.
<Ctrl>-M	MONO MODE	Sets a special battle display mode (on or off) that is easier to see on monochrome screens.
<F9>	PATH	Change DOS path (directory) to saved films. To save game films to another path, go to the Multi console, select SAVE GAME FILM, and then press <F9>. Save the game to any path.

HELP!

If your modem isn't working with Modem Wars, here are some things you can check:

- First, make sure that your phone and other cables (i.e., RS232, power cords, etc.) are connected properly.
- Make sure your modem is connected to either COM1: or COM2:. You must also run WARFIX *before you play* to tell the game which one you're using.
- Sometimes serial, modem, or mouse cards have a dipswitch set so that two cards in your system are conflicting — check this if you know how or have a knowledgeable friend do it for you.
- Try running Modem Wars without your mouse driver installed to see if this fixes your problem.
- If you have call waiting, your modem game can be disrupted if a call comes in while you're playing. In some telephone service areas, you can temporarily disable call waiting; consult your telephone company for details.

Here's an easy way to check if your modem is properly hooked up to your computer:

1. Load Modem Wars.
2. Select COMPETE WITH MODEM OPPONENT. If you see GET OPPONENT ON PHONE THEN PRESS SPACE, press * (asterisk).
3. When you see PRESS ONE KEY, press M.
4. Type ATE1 and press <Enter>. If your *echo* is on, each character you type will be repeated, or

echoed, on your monitor. On a color monitor, Modem Wars will display what you type in blue and what the modem echoes in yellow. See if *each character* you type is echoed on the screen by the modem; you should also see "OK" after you press <Enter>. If you don't see any echoing, type ATE1 and press <Enter> again. If your Hayes-compatible modem is working right, you should now see each character echoed.

5. When you're done, exit to the Modem Wars menu by pressing <Alt>-<F10>.

A technical note for those of you who know how to set dipswitches on your Hayes-compatible modem: Modem Wars' connect and disconnect will work slightly faster and more reliably if you set DTR (Data Terminal Ready) and CD (Carrier Detect) logic on (normally the up position for Hayes Modem switches 1 and 6). The factory usually sets these the other way (both off or down). Unfortunately, this does not allow the computer to force the modem off-hook with DTR and also makes the modem always pretend to have CD, which can mislead the computer into thinking that it's connected.

A final word: Modem Wars is a multifaceted game; it has a lot of features and supports a number of modems. This Command Summary card and the manual strive to explain everything in a clear manner, but you may still have questions when you're done reading both. If you do, we encourage you to check your local bulletin board service. You'll probably find lots of useful information there.

Please fill out and return the enclosed Warranty Card. We will use this information to notify you of future enhancements to the product.

TECHNICAL SUPPORT

If you have questions about the program, our Technical Support Department can help. If your question isn't urgent, please write to us at: Electronic Arts, Technical Support, P.O. Box 7578, San Mateo, CA 94403-7578.

Please be sure to include the following information in your letter:

- Product name
- Type of computer you own
- Any additional system information (like type and make of monitor, video card, modem, etc.)
- Type of operating system or DOS version number
- Description of the problem you're having

If you need to talk to someone immediately, call us at (415) 572-ARTS Monday through Friday between 8:30 am and 4:30 pm, Pacific Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.

If you live outside of the United States, you can contact one of our other offices. In the United Kingdom, contact: Electronic Arts Limited, P.O. Box 835, Slough SL3 8XU, UK. Phone (044) 753 46465. In Australia, contact: ECP/EA, 4/18 Lawrence Drive, Nerang, Gold Coast, QLD 4211. Phone: (75) 963-488.

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